

# GRANDMA'S HOUSE

## MESSAGE TO PARENTS

Grandma's House lets children create their own playhouse by furnishing it with wonderful things from magical places. Kids start by picking who they want to be from a wide selection of characters. Then off they go to GRANDMA'S HOUSE, the starting point of their explorations to special places near and far. They'll find lots of unusual things to bring back -- maybe a bathtub from the furniture store, a parking meter from the city, even a tiger from the jungle that would look great in the living room! Once they've returned to GRANDMA'S HOUSE with their treasures, kids will have lots of fun arranging the rooms just the way they want.



## GETTING STARTED

*Atari®:*

NOTE: Do not put the Basic Computing Language Cartridge into the computer.

1. Plug the joystick into port 1.
2. Turn on the drive and insert the GRANDMA'S HOUSE disk.
3. Turn on the monitor and computer.

*Commodore 64™:*

1. Plug the joystick into port 2.
2. Turn on the drive and insert the GRANDMA'S HOUSE disk.
3. Turn on the monitor and computer.
4. Type **LOAD "SPIN",8** and press **RETURN**.
5. At the **READY** prompt, type **RUN** and then press **RETURN**.

*Apple®:*

1. Make sure a joystick or mouse is plugged into the computer.
2. Insert the GRANDMA'S HOUSE disk and turn on the computer.

NOTE: The CAPS/LOC must be down to run on the Apple //e.

## OPTIONS

Atari and Commodore: Press the **C** key to change the colors of the various scenes at any time during play.

Apple: Press **Y** for **YES** or **N** for **NO** in response to the prompt for music that will appear at the beginning of the game. If you choose **YES**, music will play when the characters are not moving. If you choose **NO**, music will not play.

## PLAYING THE GAME

**When the game begins you will see a demonstration.**

- Hit the space bar to exit the demonstration.
- Atari users: When the prompt appears on the screen, turn the disk over and hit the space bar again.

**To Pick a Character:**

- Using a joystick, move the cursor to a character.
- Press the joystick button and the character of your choice will appear in a door at the bottom of the screen.

Once you have chosen two characters, Grandma's house will appear on the screen. You may now explore faraway places with one of your two characters.

**To Visit Faraway Places:**

Choose a character to travel from Grandma's house. Only one character can travel at a time.

- Hit the space bar to give one character a rest and to use another.
- Using a joystick, move the active character off the screen to the right or left. A group of four doors will appear with a picture inside each door.
- Go to a door and press the joystick button. A new scene will appear.
- See what faraway place is behind each door.

### **To Get Objects From Faraway Places:**

- To get an object for Grandma, move the character to an object and press the joystick button. (Not every object can be taken.)

### **To Place Objects in Grandma's House:**

- Once you have chosen an object, move it off the screen and back to Grandma's house.
- Move the object to where you want it to be in the house.
- Press the joystick button and the object will remain there.

### **To Move Objects Around the House:**

Once objects are placed in the house, you may move them around at any time. You may also go to the character screen and choose more characters as objects to place in the house.

- Move the character to an object in the house and press the joystick button.
- Move the object to where you want it to be in the house.
- Press the joystick button and the object will remain there.

After Grandma has received lots of things, a message may appear indicating the house is full. At this point, you may continue playing with existing objects in Grandma's house or remove some objects in order to pick up new ones.

## **To Remove an Object:**

- Move the character to an object in the house and press the joystick button.
- Lead the object off the screen.
- The old object will disappear and there is now room for a new object.

## **Special Treats:**

Grandma loves presents. If you bring a new present to her house, she will give you a special treat. Can you figure out how to get a special treat from Grandma? Hint: Grandma will only give you a treat when you return from a faraway place for the first time.

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